

ABSTRACT OF THE DISCLOSURE

A method of modeling of the visible world using full-surround image data includes steps for selecting a view point within a p-surface, selecting a direction of view within the p-surface, texture mapping full-surround image data onto the p-surface such that the resultant texture map is substantially equivalent to projecting full-surround image data onto the p-surface from the view point to thereby generate a texture mapped p-surface, and displaying a predetermined portion of the texture mapped p-surface. An apparatus for implementing the method is also described.